

# Option Panes (Dialog Boxes) with Pictures



1. Add this line of code to the top of your program:

```
import javax.swing.*;
```

```
*RPG.java IO.java
//Name: Gorski
//Date: October 2018
//Purpose: Demo OptionPanes
import javax.swing.*;
public class RPG
{
    public static void main(String args[])
    {
        new RPG ();
    }
}
```

\* If it is already there, don't add it again. Once is fine.

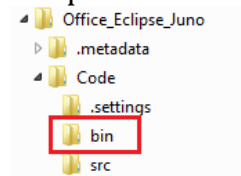
2. Add this method to your program:

```
protected static ImageIcon createImageIcon (String path)
{ //change the red to your class name
    java.net.URL imgURL = RPG.class.getResource (path);
    if (imgURL != null)
    {
        return new ImageIcon (imgURL);
    }
    else
    {
        System.err.println ("Couldn't find file: " + path);
        return null;
    }
}
```

```
public void conclusion ()
{
    System.out.println ("\nYou have won the entire game. Well done.");
}

protected static ImageIcon createImageIcon (String path)
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    {
        return new ImageIcon (imgURL);
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        System.err.println ("Couldn't find file: " + path);
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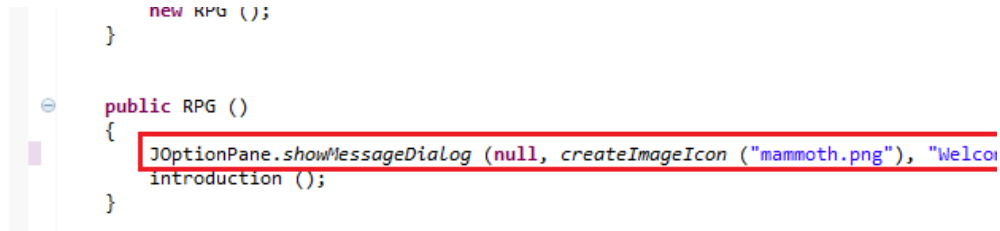
3. Save the picture to the bin folder:



4. Add in this line of code wherever you want a picture to appear:

- Change the message “Welcome!” to whatever title you would like.
- Change the mammoth.png to your picture name.

```
JOptionPane.showMessageDialog (null, createImageIcon ("mammoth.png"), "Welcome!", JOptionPane.INFORMATION_MESSAGE);
```



You can add as many of these lines as you want. You don't need a new createImageIcon after you have added the first one.

```
JOptionPane.showMessageDialog (null, createImageIcon ("lion.png"), "A lion appears!", JOptionPane.INFORMATION_MESSAGE);  
JOptionPane.showMessageDialog (null, createImageIcon ("giraffe.png"), "Well, well!", JOptionPane.INFORMATION_MESSAGE);
```